



***Academic ADL Co-Lab***

# Mobile Access to Supplemental Learning Objects: MASLO

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- Chartered in 2000 by the ADL Initiative to focus on ADL in K-20 settings
- University of Wisconsin-Extension in Madison, WI USA
- Collaborative network (90 Accredited academic partners, businesses and organizations)
- Applied ADL R&D
- Technology development
  - Mobile: content creation
  - Augmented reality
  - Storage and scalability



- Project Background
- Authoring tool prototype development
- Authoring tool demonstration
- Project status



## MASLO: Mobile Access to Supplementary Learning Objects

- Simple system for authoring mobile instructional content



- 3 components: authoring, storage, mobile apps
- Commercial off-the-shelf
- Native mobile device support (iOS4 and Android)
- Scalable
- Transferable storage options
- Simple content development and editing



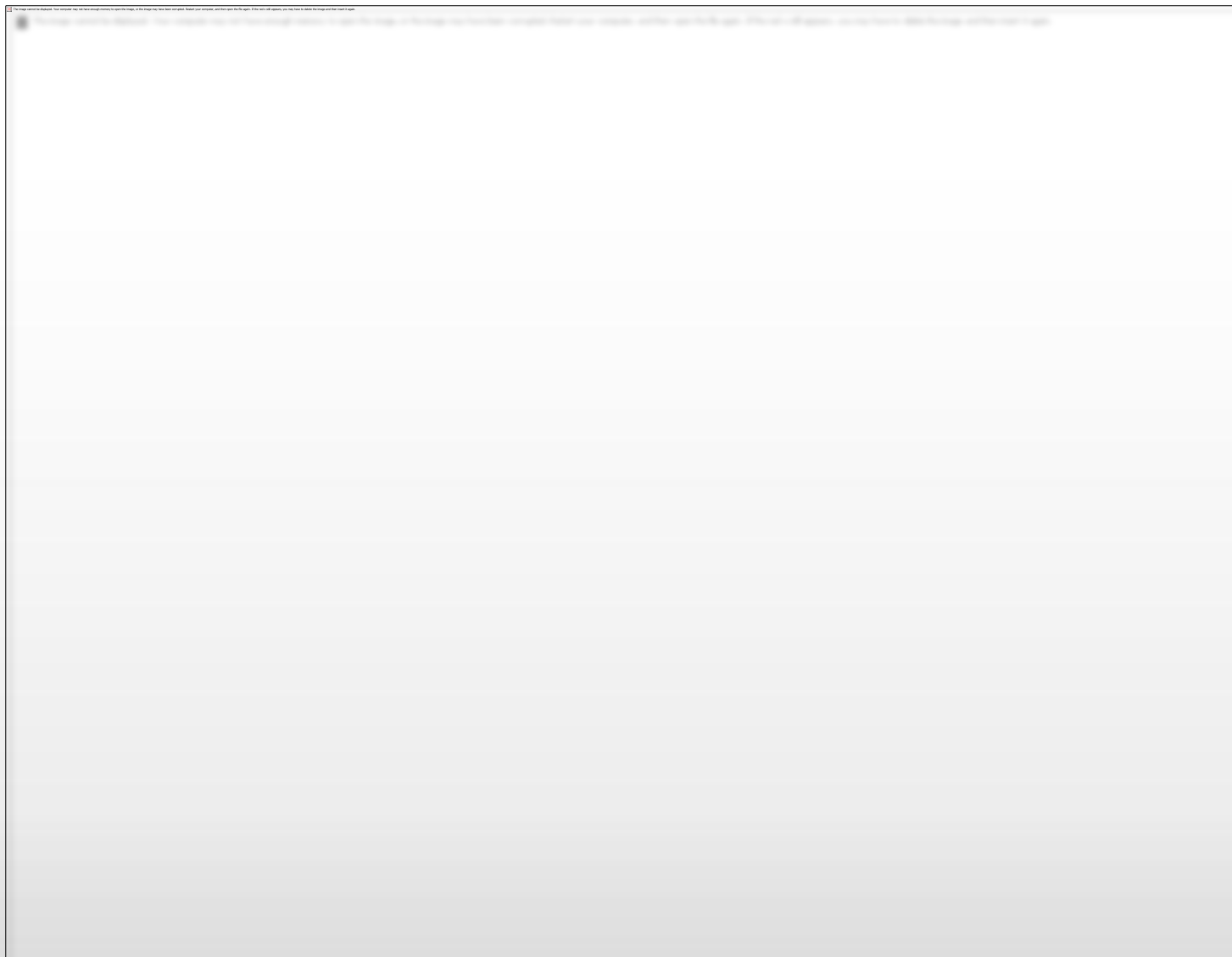
- Functional 3-component prototype
- Open-source code base
- Design-based research results
- Recommendations for ADL in implementing future eLearning technical standards for mobile





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MASLO Evolution: Content Editor

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## User-Centered Design

- Make it **easy to determine** what **actions** are possible at any moment.
- Make things **visible**, including the **conceptual model** of the system, the **alternative actions**, and the **results** of actions.
- Make it **easy to evaluate** the **current state** of the system.
- Follow **natural mappings** between intentions and the required actions; between actions and the resulting effect; and between the information that is visible and the interpretation of the system state.

(Norman, 1988)



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MASLO: the drawing board

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# MASLO Paper Prototype 1



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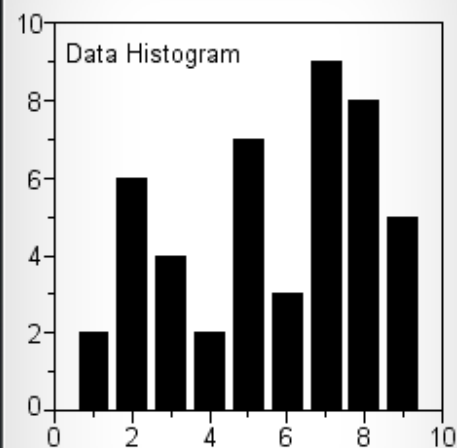
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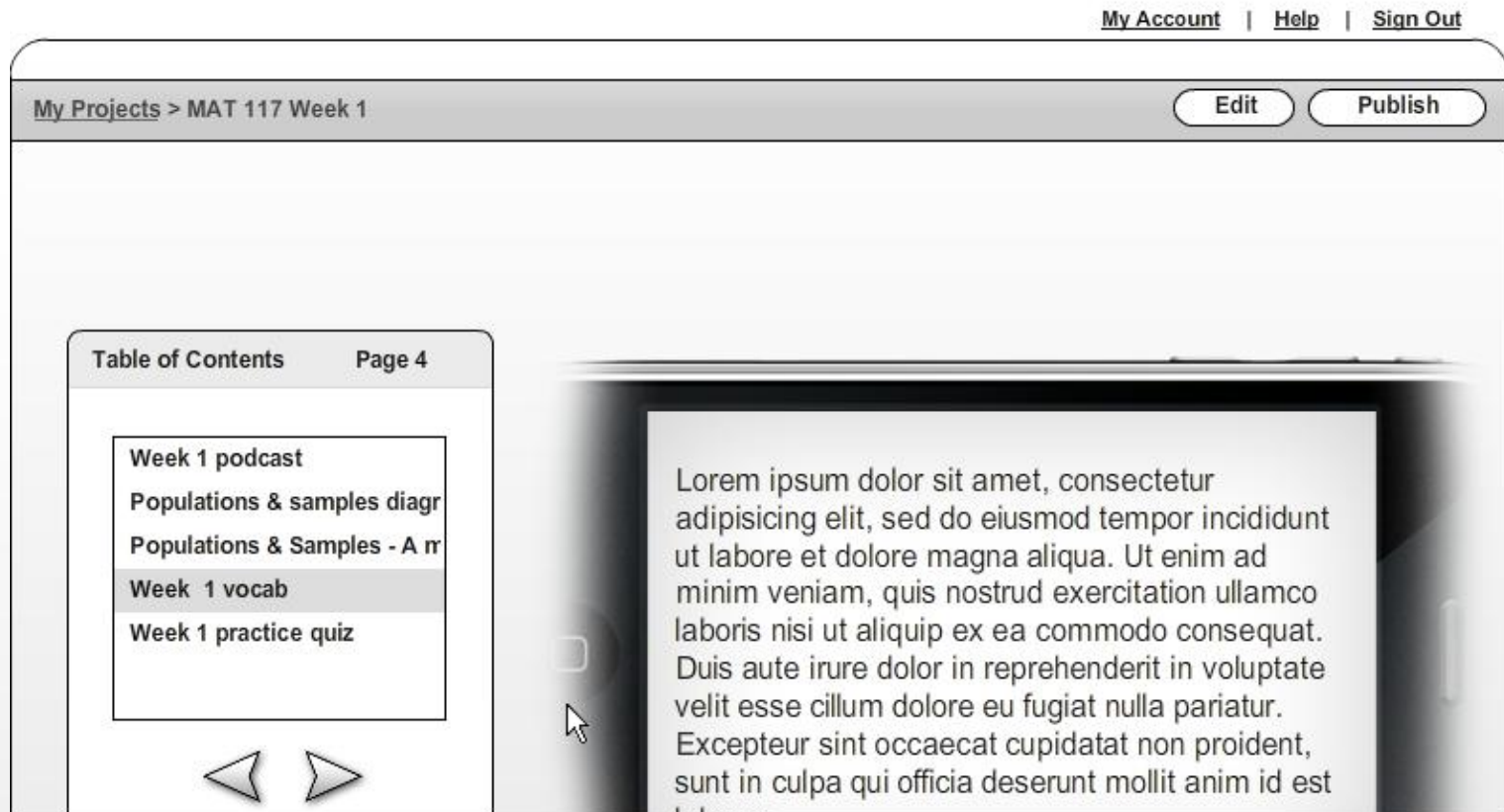
Histograms+

Populations & Samples

Week 1 vocab

Week 1 practice quiz







# Prototype Demonstration



- Authoring tool interface (complete)
- Local storage development (in process)
- Mobile interface development (August)
- Cloud storage (September)
- Mobile application development (December)
- Functional prototype system (April)
- Open code base



## Questions or Comments?

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Backup



- Device variability
- Speed of OS changes
- Constant ToS changes
- Payment system issues
- Security (device, network, storage)
- Native app creation hurdles